BOTTLED ARMADA

An armada of tiny ships, each one secure in a glass bottle the size of a boot, rallies together and floats through the air as though sailing on the tide of some arcane force. Each ship is crewed by a group of tiny sailors, and the ships move as one to attack.

Animated Works of Art. Every singular ship in a bottle signifies an immense level of patience and dedication. The average craftsman might spend weeks carefully constructing the ship by moving each individual piece through the opening in the bottle until eventually, the final product is created. Many of these creations are made by sea captains who take the time to craft a replica of their own vessel. In most cases where the ship in a bottle becomes an animated construct, it is because a wayward water spirit has taken up residence in the tiny work of art. Depending on the nature of that water spirit, it may become aggressive with other creatures, believing that they are intruding on its territory by travelling the open sea, or it may become curious and choose to follow the ship's creator around.

Formation of an Armada. When multiple ships in bottles are gathered together, they will instinctively pool the spiritual energy used to animate the ships themselves and for a cohesive fleet of animated objects. Once an armada is formed

the individual water spirits animating each individual ship become nigh inseparable and will operate with singular purpose. In battle, the ships will fight using naval tactics in order to take down any threat they come across.

Tiny Crews. Each water spirit that takes up residency in a bottled ship expresses its personality through extremely small humanoid creatures that "crew" the ship. These little cremates are all part of the same water spirit, however, they often appear to have their own little personalities and will interact with one another as if they were a proper ship's crew.

Commissioned Curiosities. On occasion an animated ship in a bottle might be created on purpose by a skilled craftsman who is familiar with the magic used to summon elemental creatures. Such an individual might summon a water spirit from the Elemental Plane of Water to occupy the ship in a bottle, similar to how an elemental's spirit is used to give life to a golem. When a ship in a bottle is crafted in this way, it is entirely loyal to the craftsman (or an individual denoted by the craftsman) and will view them as though they were their admiral in command. While it is possible for someone to create an entire armada of loyal ships in bottles, this is a rare occurrence due to the exorbitant cost involved with creating so many animated ships.

Create Magic Item: Ship in a Bottle

These are the steps you must follow if you want to create a ship in a bottle;

First, you must have a mundane ship in a bottle ready to act as the creature's body. This can typically be purchased for 200 GP. Alternatively you can spend 5 gp on the materials and build it yourself over the course of a week of downtime by succeeding on a DC 18 Woodworking Tools (Dexterity) check.

Then, over the course of one hour, you must cast the spells *animate object*, *magic jar*, and *conjure elemental*. If you already have the spirit of a water elemental in your possession (such as in an elemental gem) you do not need to cast *conjure elemental*.

Once the final spell has been cast, the ship will become an animated ship in a bottle and will be fully loyal to one creature chosen by the individual casting the final spell.

Bottled Armada

Medium Swarm of Tiny Constructs, Neutral

Armour Class - 15
Hit Points - 127 (15d10 + 45)
Speed - 0 ft., fly 40 ft., swim 20 ft.

STR 16 (+3)
DEX 20 (+5)
CON 16 (+3)
INT 5 (-3)
WIS 14 (+2)
CHA 15 (+2)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages understands Aquan and Common, but does not speak
Challenge 5 (1,800 XP)

Proficiency Bonus +3

Traits

Flyby.
The bottled armada doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Shattered Glass.
Whenever a bottled armada takes damage or makes an attack, one of the bottles shatters, spraying glass in a 5-foot radius surrounding the swarm. All creatures in the area take 3 (1d6) piercing damage or half as much on a successful DC 15 Dexterity saving throw.

Swarm.
The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack.
The bottled armada attacks twice, once with its ram and once with its ballista

Ram (swarm has more than half HP).
Melee Weapon Attack: +8 to hit, reach 5 ft., one creature.

Hit: 13 (2d8 + 4) bludgeoning damage.

Ram (swarm has half HP or less).
Melee Weapon Attack: +8 to hit, reach 5 ft., one creature.
Hit: 8 (1d8 + 4) bludgeoning damage.

Ballista.
Ranged Weapon Attack: +8 to hit, reach 60/30 ft., one creature.
Hit: 10 (1d12 + 4) piercing damage.

Ship in a Bottle

Tiny Construct, Neutral

Armour Class - 15
Hit Points - 28 (8d4 + 8)
Speed - 0 ft., fly 40 ft., swim 20 ft.

STR 12 (+1)
DEX 15 (+2)
CON 12 (+1)
INT 5 (-3)
WIS 10 (+0)
CHA 13 (+1)

Damage Resistances piercing
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, prone, unconscious
Senses darkvision 60 ft., passive Perception 12
Languages understands Aquan and Common, but does not speak
Challenge 1 (200 XP)

Proficiency Bonus +2

Traits

Flyby.

The ship in a bottle doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Shattered Glass.
The first time a ship in a bottle takes damage or makes an attack, the bottle shatters, spraying glass in a 5-foot radius surrounding the ship. All creatures in the area take 3 (1d6) piercing damage or half as much on a successful DC 13 Dexterity saving throw.

Actions

Ballista.
Ranged Weapon Attack: +4 to hit, reach 60/30 ft., one creature.
Hit: 5 (1d6 + 2) piercing damage.